

## GAME IDEAS 1

- Characters don't know each other initially
- Crossing paths randomly on a planet, when suddenly one possession each glows
- Then a huge 3D map springs up, like a hologram, from their glowing possessions
- Immediately after they are ambushed and attacked by green cloaked villains
- After escaping/winning eventually learn:
  - There are flat black chips (like USB thumb drives) in their possessions
    - Some kind of old alien origin
  - When the pieces are close together they open a treasure map across the stars
    - Attackers were "Cult of the Green Sun", believe The Force can be obtained by physical means, such as drinking a mystical potion
  - Go to another planet, learn more about maps (old man decodes them?)
  - Basically setup a plot of hopping planet to planet following the treasure map, while being pursued by the Cult of the Green Sun (who think the map leads to the "Force juice")
  - On each planet the alien keys/map pieces glow and give an objective, like "kill this leader", "save these people", etc.
    - Players might wonder how these old map keys have modern, up to date knowledge
  - Final planet is a mini-Death Star...solid metal covered with a thin layer of dust
  - Find old alien tech there, but give the impression it's abandoned or looted already
  - Eventually find a door to a sealed area free of dust, and full of extremely advanced robot bodies
  - Eventually plug their alien map pieces into a computer
  - Turns out the pieces contain fragments of an AI. Thus why the mission objectives were up to date, and sometimes confused or at odds
  - That AI has been learning from the players, as if they were parents and the AI a baby or kid
  - So the treasure is a fully sentient AI in a galaxy of semi-mindless droids
  - Can let the AI inhabit the advanced droid bodies, or merge themselves into the computer, etc.

## PLANET IDEAS

<http://www.fantasynamegenerators.com/planet-descriptions.php>

### + Space Coordinates +

- Projected path of the ghost ship "Nightfall"
- Has been jumping through hyperspace for years
- Dead ship, no gravity or atmosphere
- Encounter: Ship drops from hyperspace, have to chase and board, ship starts normal but has been infested by an alien growth (tentacles, squishy floors, etc.). Alien growth can manifest imitations of players, other crew, etc. (like mimics) that have to be fought

### + Contra +

- Jungle planet with 3 dead moons
- Planet is extremely hot, slightly heavy gravity, and tons of life
- Encounter: Giant adapting dinosaur that is fought in stages. Each subsequent time the dinosaur is invincible to the majority of the previous attacks, such as blaster fire, as it adapts and changes

### + Lutis L2 +

- Gas planet, crushingly high gravity
- Alien species "Gobras" inhabit chunks of land that rapidly float around the center of the planet
- Encounter: Imperial invasion to bring Lutis L2 under control, due to naturally forming crystals on the underside of the lands from the high gravity. Players need to help defend Juno Station, which is a small Gobra research station

## GAME IDEAS 2

### ORD MANTELL

- Start on Ord Mantell (L-7) in Cargo Port H-3911, which is on a raised platform over a river of silt
- Has regular shuttles to the Jubilee Wheel
- Characters were all trying to board a shuttle for their own reasons
- Suddenly a Chadra-Fan (short bat race) named Pok comes rushing up and begs the characts to help him escape
- Says he has information important to the Rebellion
- As they decide they hear Stormtroopers approaching from further down the platform
- Ideally rush onto a shuttle to the Jubilee Wheel
- Learn more about Pok on the flight, he says he has a sample of a baradium resonance torpedo
- Called the Sun Crusher, the idea is to fire it into a star to trigger a supernova
- He needs to get the information to Kashyyk, home of the Wookies, to a friend Shew'hrruk

### JUBILEE WHEEL

- Need to evade capture and get/charter a ship on Jubilee Wheel
- Get a Wayfarer class ship

### SPACE CHOICE

- Can choose to fly a shorter route across wild space (generally more dangerous), or along known hyperspace lanes (higher chance of Imperials)
- Wild space: Engine malfunction, have to land on a remote jungle planet Aleen, wander and find a camp of Silas Hadlock, who is dead, and his droid servants have been carrying on trying to survive. A flock of Ravenbeast (violet fur, horned, jump/glide) have been harassing the camp. Droids can fix spaceship if heroes clear Ravenbeast camp
- Hyperspace lanes: Need to refuel on Tanaab (agricultural planet), Imperial entanglements, fight in a cantina while ship is being refueled
- In either case Pok dies or is gravely injured?

### BOUNTY HUNTERS (can be dropped for time)

- On the next leg to Kashyyk bounty hunters on a Harpoon class ship overtake the Wayfarer and board. Right as they are recalculating a jump to Hyperspace.
- Fight on the Wayfarer

### KASHYYK

- Reach Kashyyk next, Shew'hrruk is hunting in the Shadowlands
- If pressed for time just find Shew'hrruk right away
- Descend to try to find him, end up fighting a giant Shadow Hydra with Shew'hrruk, then give him information

### Force Powers:

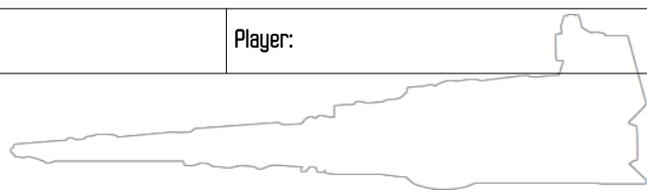
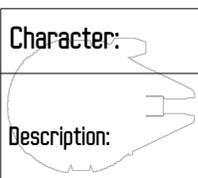
Push, Throw, List, Call, Focus, Seeing, Healing, Detoxify Poison, Jump, Convince, Taming Beasts, Energy Weapon Deflection, Ghost

Character:

Campaign:

Player:

Description:

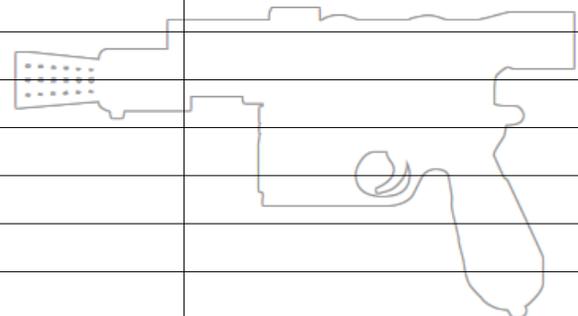


BODY		Stamina:
<b>Might</b> 		<b>Agility</b> 
Skills		Skills

MIND		Stamina:
<b>Intellect</b> 		<b>Wits</b> 
Skills		Skills

SOUL		Stamina:
<b>Personality</b> 		<b>Swagger</b> 
Skills		Skills

Possessions				



Relations

Locations

